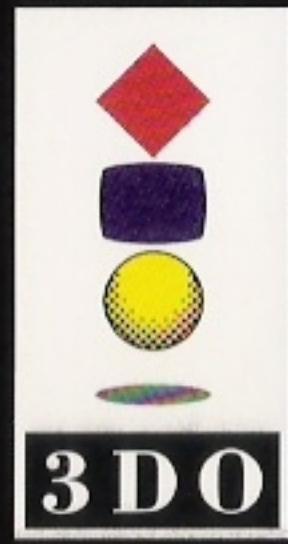
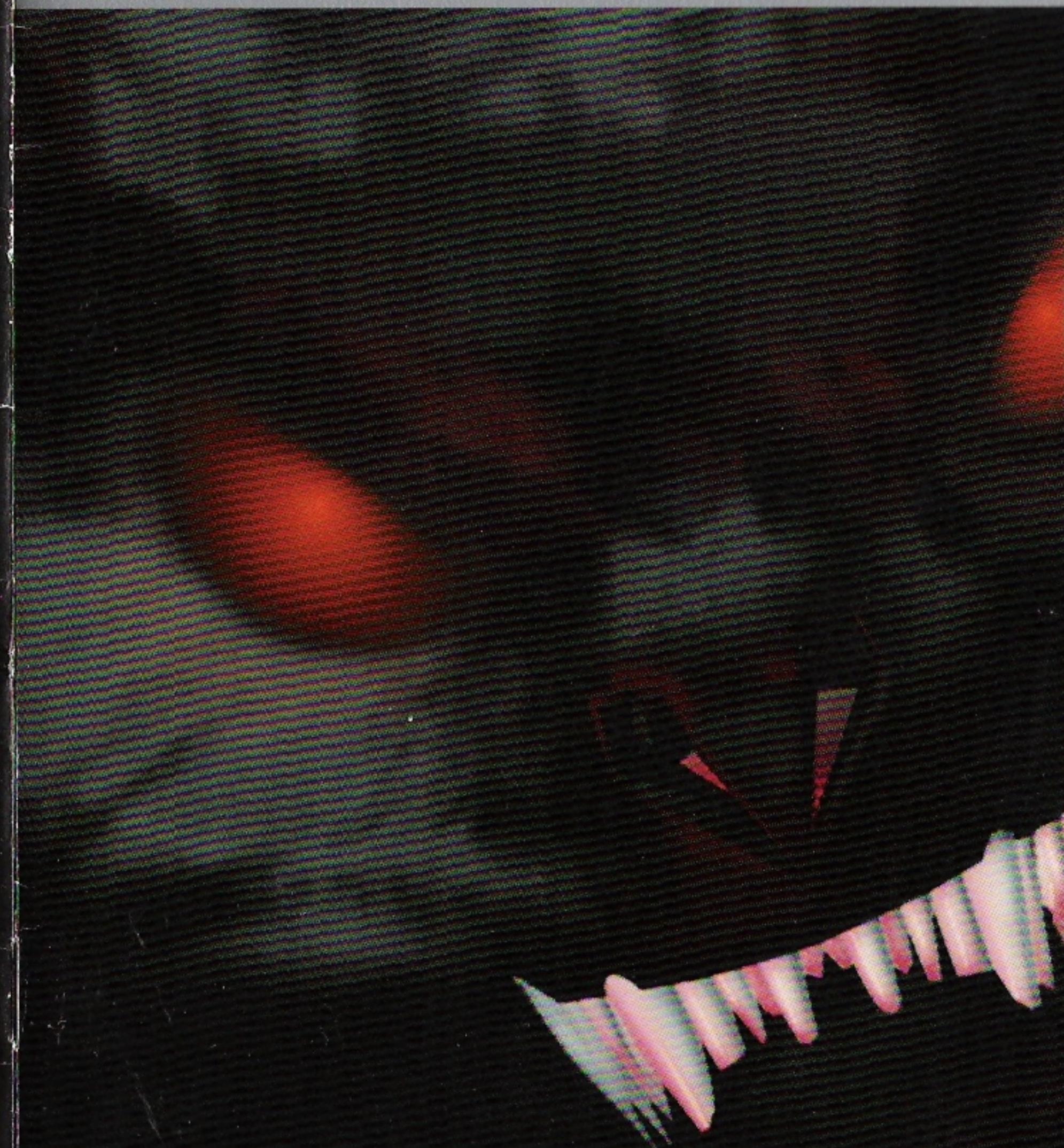


CREATURE SHOCK™



VIRGIN INTERACTIVE ENTERTAINMENT, INC.
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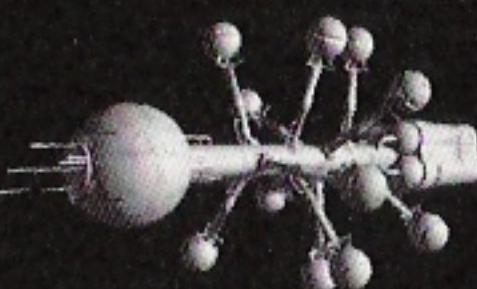
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GETTING STARTED

Set up the 3DO system as described in the system's operations manual. Open the CD tray and insert the CREATURE SHOCK CD. Close the tray and press the **A button** to launch the game.

CONTROL INFORMATION

FLIGHT LEVELS

All flight missions are shown to you in a third person perspective. This means that your ship will be visible to you at all times. Use your direction pad to control the bearing of your ship by moving up, down, right or left. Your speed is constant.

The **B button** fires your weapon. In the lower right corner of your screen will be the SHIELD ICON, showing the strength of the protective shield surrounding your craft. When the shield icon completely disintegrates, you will be unprotected and any hit to your ship will cause your destruction.

WALKING EXPLORATION LEVELS

While on foot patrol, you will see a cursor/security drone. Move the drone to the area in which you wish to explore and press the **B button**. When a combat situation arises, your weapon will automatically be drawn and the cursor will switch to a shield/crosshair. Use this crosshair to aim your shots. When the crosshair is activated, the **B button** fires your weapon. No movement options are available when shooting. You will know that your aim is on target when an inward arrow appears on each antenna. During the walking exploration levels, press the **A button** to activate the Smart Bomb.

In the lower right-hand corner of your screen, you will see a communications link that will provide you with necessary information. The left-hand circular section is a compass screen. This will assist you in plotting your map of explored areas. (An area for you to plot your map is provided in each level mission briefing on the following pages.)

To the right of the compass will be a status report. In this area, you will see alternating icons for your WEAPON, BODY ARMOR and the PROBABILITY OF ALIEN PRESENCE, each with a percentage rate to the side. The gun icon will give you an indication of the power available in your weapon. The body armor icon is an indication of the power left in your body armor. The revolving DNA strand gives you a probability rate of alien presence. The percentage rises the closer you are to an alien. While in battle, refer to this percentage as an indication of the being's remaining strength.

Pressing the **C button** while firing a weapon activates a shield which will temporarily protect you from alien attack. Whenever you use your protective shield, the health percentage of your body armor will decrease. When using the shield, the compass will switch to a body armor icon to indicate that it is activated.

The key to surviving each mission is carefully balancing your protective shield and weapon power. If you simply charge into a situation with weapons blazing, your weapon may run out of power at a critical moment. If you use all of your shield power too soon, you may not have it at a crucial point. The trick is to find a proper balanced use of the two.

PAUSING A GAME

To pause the game, press the **PLAY/PAUSE button**.

Hit it again to restart.

EXITING THE GAME

To exit a game, press the **STOP button**, and choose quit.

The **STOP button** also gives you a choice of both **OPTIONS** and **CONTINUE**. **OPTIONS** allows you to change the volume of sound effects and music. **CONTINUE** allows you to go back and resume play.

**U.N.S. SECURITY BRIEFING:
FOR YOUR EYES ONLY**

operation: amazon exploration

The U.N.S. pioneer ship was dispatched from the planet Earth to explore the outer solar systems for a suitable environment in which the human race could establish a new colony. The mission was proceeding as planned until the Amazon reached the outer moons of Saturn. At that point, all communications were abruptly cut off. Fortunately, a distress beacon was released from the Amazon which has provided us with limited information. The U.N.S. has reason to believe that the Amazon has come into contact with an alien ship of beings of immense size. Your mission is twofold.

OBJECTIVE NUMBER ONE:

It is your mission to take the scout ship Tellute through deep space and attempt to reach the Amazon. Preliminary security drones report that there are pieces of the Amazon wreckage floating free in space.

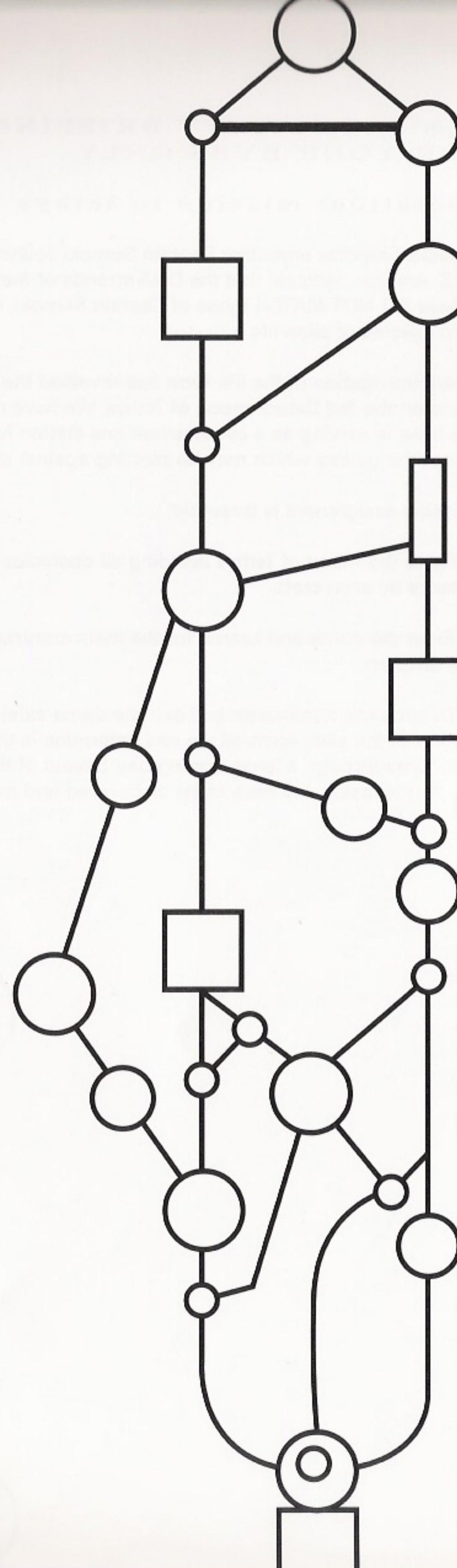
Avoid this debris at all costs to prevent damage to your ship.

Secondary exploration drones indicate that the probability of hostile alien attack is high. The Tellute is armed with an advanced attack weapon. Do not hesitate to use it to defend yourself and the ship. The Tellute is also armed with a protective energy field. Avoid coming in contact with any floating debris or weapon that will reduce the shield's energy.

OBJECTIVE NUMBER TWO:

Upon reaching the carcass of the U.N.S. Amazon, determine if boarding the vessel is safe. Upon docking the Amazon, explore all passageways, vents and crawl spaces for any sign of Captain Sumoki or the crew of the ship. A partial schematic drawing of the Amazon is provided for your reference.

Secondary exploration drones indicate that there is a high probability of alien beings inhabiting the ship. Use your weapon to defend yourself. It is part of your mission objective to obtain an alien life form and return it to this base for further study.



**U.N.S. SECURITY BRIEFING:
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operation: mission to tethys

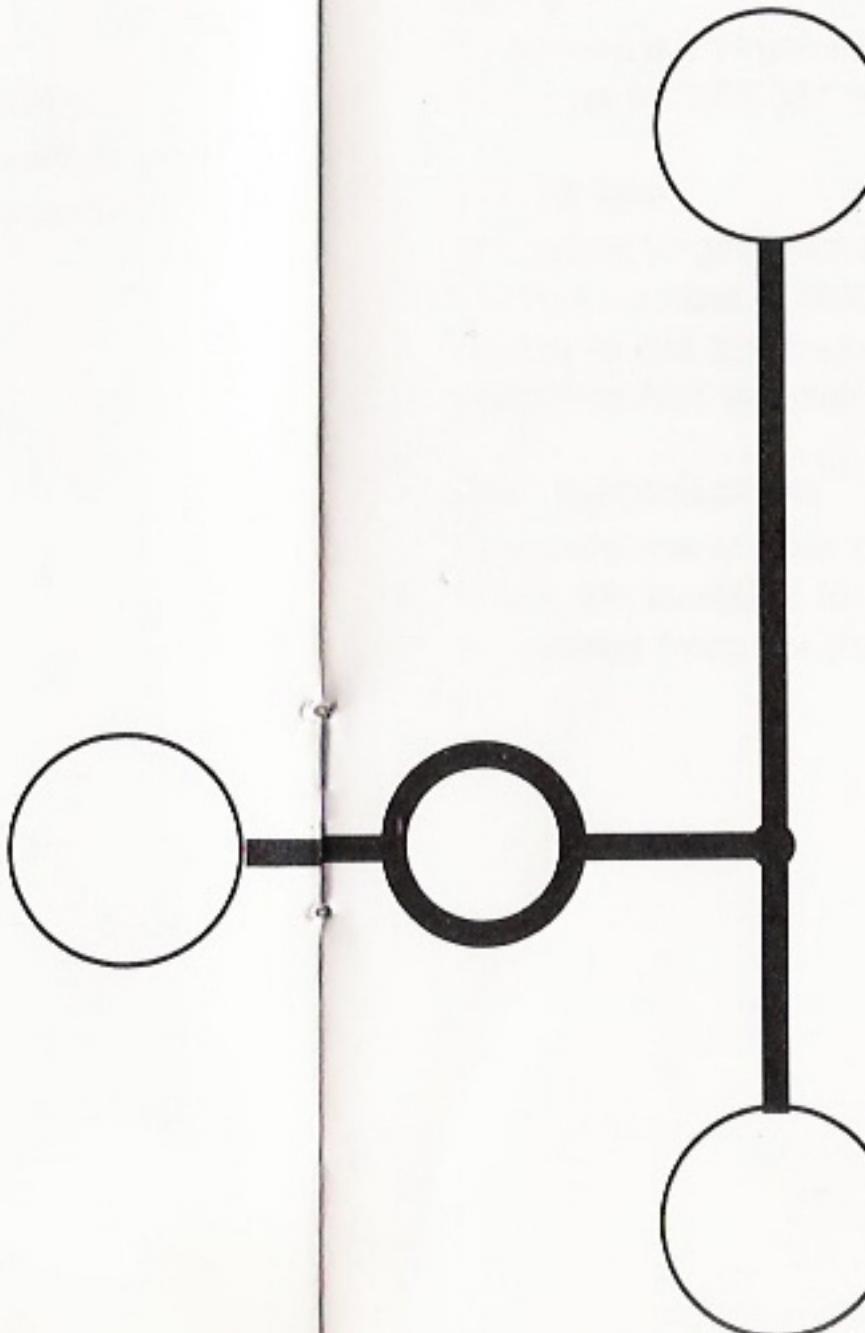
Initial medical reports regarding Captain Sumoki, found in the wreckage of the U.N.S. Amazon, indicate that the DNA strands of the life form returned to this base DO NOT MATCH those of Captain Sumoki. What we have is an unknown species of alien life.

Intensive interrogation of the life form has revealed the presence of an alien base on the 3rd Saturn moon of Tethys. We have reason to believe that this base is serving as a communications station for all alien ships throughout the galaxy which may be plotting against the planet Earth.

Your mission assignment is threefold:

1. Fly to the moon of Tethys avoiding all obstacles and hostile attacks by alien craft.
2. Enter the dome and search for the main communications transmitter.
3. Destroy the transmitter and exit the dome safely. Through interrogation of the alien form, all we can determine is that you will enter the dome through a large landing bay. Layout of the dome and any life forms inside will have to be discovered and mapped by you.

Use this area to plot your own map as you go.



START

**U.N.S. SECURITY BRIEFING:
FOR YOUR EYES ONLY**

disaster report

A security drone circling the Saturn moon of Tethys has reported a massive explosion originating from the alien communications dome on the surface of that moon. At the time of the explosion, Commander Jason Barr was infiltrating and exploring the inner corridors of the dome. At this time, it is unsure whether Commander Barr or his scout ship, The Tellute, survived the blast. Preliminary post-blast reports indicate that a large cylindrical field of energy is now emitting from the dome into the far reaches of space. Where it ends is undetermined.

VIRGIN HELP & TIPS INFORMATION

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Virgin is pleased to announce its new Automated Support System, available 24 hours a day, 7 days a week. Customer Service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours.

If you still need assistance, our technical support team is available to help you. If the answer is not available through our Automated Support System, live technical support representatives are available Monday through Friday from 8 AM to 5 PM Pacific time at (714) 833-1999.

FAX SUPPORT

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System. Look to start an "Automated Session" and then select the "Customer Services" option. One of the services offered is "FAXback Documents" which contains our technical support and trouble-shooting guides for many products. These guides are also provided within the automated sessions for each product/title supported. Another service offered is free game hints. Please be advised that not all products have free hint sheets available. If you need to fax any information to Virgin, please send it to (714) 833-2001. Also, please include a phone number in case we need to contact you for further information.

ON-LINE SUPPORT

For computer users who also own a modem and telecommunications software, Virgin has its own support BBS and provides support on the GEnie network.

VIRGIN BBS

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

GEnie

To access the Virgin support area on GEnie, go to the Scorpia RoundTable (M805;1) and type in "SET 33". You can also send e-mail to [VIRGIN.GAMES].

ORDER LINE

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There are many ways to receive hints for Virgin games. Hint Books are available for most major games and can be found at many software stores or ordered from our direct order line at (800) 874-4607.

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While free hint sheets are not available for all games, many can be requested through our Intelligent Voice Response System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. Hints are available only on the automated system. Do not ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714) 833-1999, select the option for an "Automated Session," and then select the "Customer Services" option.

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Virgin Interactive Entertainment
18061 Fitch Avenue
Irvine, CA 92714
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We will address such requests and send hint information if available. These free hints do not include information found in our Hint Books.

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Irvine, CA 92714

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